

CLAIMS

1. A game execution system comprising a game control means for controlling a predetermined game, the game control means
5 allowing the game to be executed between the game control means and a terminal according to an instruction from the terminal.
2. The game execution system as set forth in claim 1, wherein:
the game control means is configured to control the game
10 comprising a plurality of programs; and
the terminal is configured to obtain some of the programs controlled by the game control means, and to execute part of the game based on obtained programs.
- 15 3. The game execution system as set forth in claim 2, wherein the game is a mass game a plurality of users enter.
4. The game execution system as set forth in claim 3, wherein the mass game is a competitive game in which a plurality of
20 racehorses race and placings of each of the racehorses are decided.
5. The game execution system as set forth in claim 4, further comprising:
25 a decision means for deciding a racehorse to win the competitive game; and
an advancement means for advancing the competitive game such that the racehorse decided by the decision means wins the competitive game.

6. The game execution system as set forth in claim 5, further comprising:

a time management means for managing an entry time in which
5 a user can enter the game; wherein,

the decision means decides a racehorse to win the competitive game before the entry time managed by the time management means elapses.

10 7. The game execution system as set forth in claim 6, further comprising:

an obtainment means for obtaining forecast information showing a forecast of a winning racehorse in the competitive game from the user before the entry time managed by the time
15 management means elapses;

a determination means for determining whether the winning racehorse forecasted and included in the forecast information agrees with the winning racehorse decided by the decision means or not, based on the forecast information obtained by the
20 obtainment means; and

a calculation means for calculating the amount of money to pay to the user based on the determination by the determination means.

25 8. The game execution system as set forth in claim 6, further comprising:

an effect decision means for deciding effect contents of each of the racehorses to race in the competitive game after a lapse of the entry time managed by the time management means;

and

a display means for displaying the effect contents decided by the effect decision means.

5 9. The game execution system as set forth in claim 8, further comprising:

a count means for counting the number of users entering the game; wherein,

10 the effect decision means is configured to decide the effect contents, in accordance with the number of users counted by the count means.

10. The game execution system as set forth in claim 9, wherein the effect decision means is configured to decide an effect time
15 of the effect contents, in accordance with the number of users counted by the count means.

11. The game execution system as set forth in claim 1, further comprising:

20 a final decision means for previously deciding a final result of the game;

a forecast obtaining means for obtaining a result of forecasting showing a forecast of the final result from the user; and

25 a result determination means for determining, based on the final result decided by the final decision means and the forecast result obtained by the forecast obtaining means, whether the final result agrees with the forecast result or not.

12. The game execution system as set forth in claim 11, further comprising:

a start management means for managing a start time to display the effect contents and

5 a display means for displaying the effect contents when the start time managed by the start management means elapsed.

13. The game execution system as set forth in claim 11, wherein:

10 the final decision means is configured to decide the final result of the game before the start time managed by the start management means elapses.

14. The game execution system as set forth in claim 11, further comprising a contents changing means for changing the effect contents, based on the determination by the result determination means.

15. The game execution system as set forth in claim 11, further comprising an extension means for extending the effect time of the effect contents, based on the determination by the result determination means.

16. The game execution system as set forth in claim 11, further comprising a notification means for notifying the terminal of the determination by the result determination means or the final result.

17. The game execution system as set forth in claim 11, wherein

the notification means notifies the terminal of the determination by the result determination means or the final result after a lapse of the start time managed by the start management means.

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18. The game execution system as set forth in claim 1, further comprising:

an authentication means for obtaining identification information identifying the user and checking whether the user is an authentic person or not, based on obtained identification information; and

a transmission means for transmitting some of the programs of the game, based on the result of the checking by the authentication means.

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19. A game execution method comprising, at a game control means for controlling a predetermined game, allowing the game to be executed between the game control means and a terminal according to an instruction from the terminal.

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20. The game execution method as set forth in claim 19, further comprising the steps of:

at the game control means, controlling the game comprising a plurality of programs; and

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at the terminal, obtaining some of the programs controlled by the game control means, and executing part of the game based on the obtained programs.

21. The game execution method as set forth in claim 20, wherein

the game is a mass game a plurality of users enter.

22. The game execution method as set forth in claim 21, wherein the mass game is a competitive game in which a plurality of racehorses race and placings of each of the racehorses are decided.

23. The game execution method as set forth in claim 22, further comprising the steps of:

10 deciding a racehorse to win the competitive game; and
 advancing the competitive game such that the decided racehorse wins the competitive game.

24. The game execution method as set forth in claim 23, further comprising the steps of:

15 managing an entry time in which a user can enter the game;
 and
 deciding a racehorse to win the competitive game before the managed entry time elapses.

20 25. The game execution method as set forth in claim 24, further comprising the steps of:

 obtaining forecast information showing a forecast of a winning racehorse in the competitive game from the user before the managed entry time elapses;

 determining, based on obtained forecast information, whether the winning racehorse forecasted and included in the forecast information agrees with the winning racehorse decided by the decision means; and

calculating the amount of money to pay to the user based on the determination.

26. The game execution method as set forth in claim 24, further comprising the steps of:

deciding effect contents of each of the racehorses to race in the competitive game after a lapse of the managed entry time; and

displaying decided effect contents.

27. The game execution method as set forth in claim 26, further comprising the steps of:

counting the number of users entering the game; and

deciding the effect contents in accordance with the counted number of users.

28. The game execution method as set forth in claim 27, further comprising the step of deciding an effect time of the effect contents in accordance with the counted number of users.

29. The game execution method as set forth in claim 19, further comprising the steps of:

deciding a final result of the game previously;

obtaining a result of forecasting showing a forecast of the final result from the user; and

determining, based on a decided final result and an obtained forecast result, whether the final result agrees with the forecast result or not.

30. The game execution method as set forth in claim 29, further comprising the steps of:

managing a start time to display the effect contents; and
displaying the effect contents when the managed start
5 time elapsed.

31. The game execution method as set forth in claim 29, further comprising the step of deciding the final result of the game before the managed start time elapses.

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32. The game execution method as set forth in claim 29, further comprising the step of changing the effect contents based on the result of the determination.

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33. The game execution method as set forth in claim 29, further comprising the step of extending the effect time of the effect contents based on the result of the determination.

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34. The game execution method as set forth in claim 29, further comprising the step of notifying the terminal of the result of the determination or the final result.

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35. The game execution method as set forth in claim 29, further comprising the step of notifying the terminal of the result of the determination or the final result after a lapse of the managed start time.

36. The game execution method as set forth in claim 19, further comprising the steps of:

obtaining identification information identifying the user and checking whether the user is an authentic person or not, based on the obtained identification information; and

transmitting some of the programs of the game, based on
5 the result of the checking.